

**ABSTRACT**

The present invention relates to a system and method for estimating the value of athletes using a game achievement evaluation model, and more particularly, to a system and method for estimating the value of athletes using a game achievement evaluation model, wherein objectified quality evaluation is performed in such a manner that a game situation is classified into attack addition (contribution), attack subtraction (error), defense addition (contribution) and defense subtraction (error), 129 game factors are defined based on the classified factors, the assignment principle is set, the game factors are sub classified into 1277 game situation factors, and the game factors and the game situation factors are given with weights, 15 unlike quantity-based record evaluation by an existing athlete contribution evaluation method. The existing record input method is dependent upon quantitative record only, and thus does not include situation information on how player plays a game under what situation. However, in a newly developed athlete evaluation formula, what achievements obtained by one athlete are generated in what situation can be exactly recorded. 20 At the same time, the flow of a game can be traced.